Figures
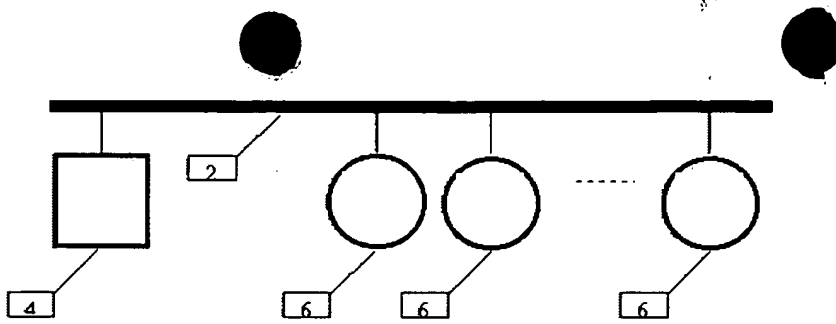
Fig. 1 - Fixed function Master/Slaves Network

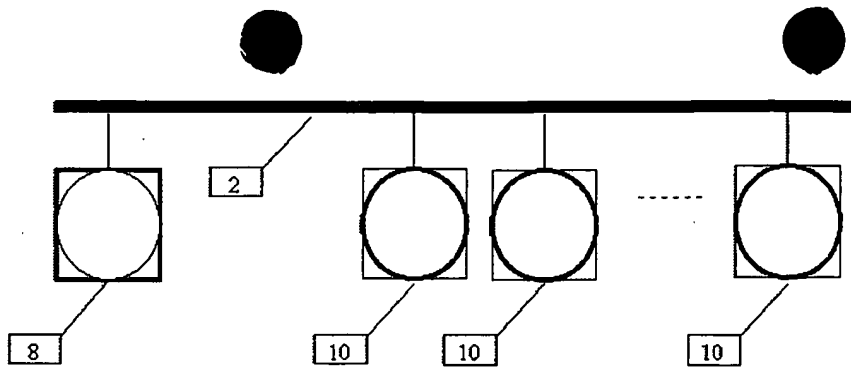Fig. 2 - Dynamic function Master/Slaves Network
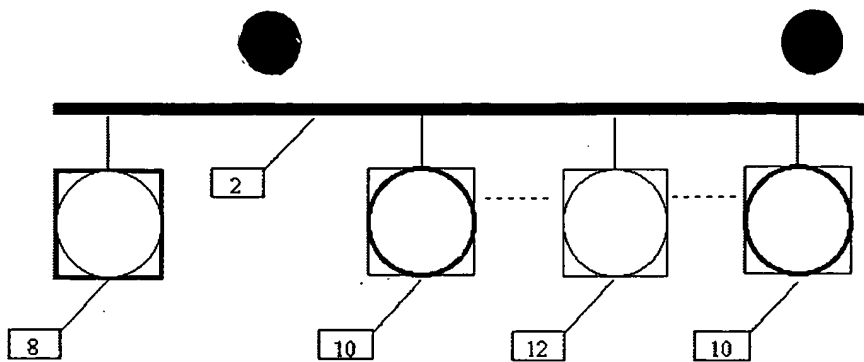
Fig. 3 – Stand-by unit in the Network
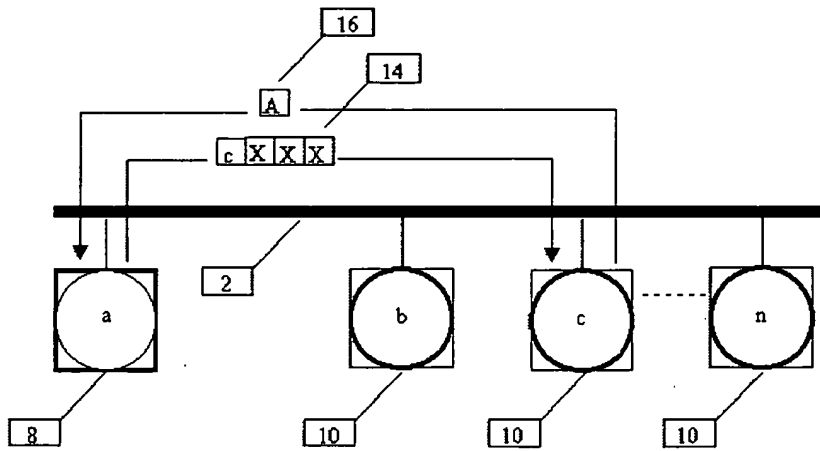
Fig. 4 – Master to Slave communication
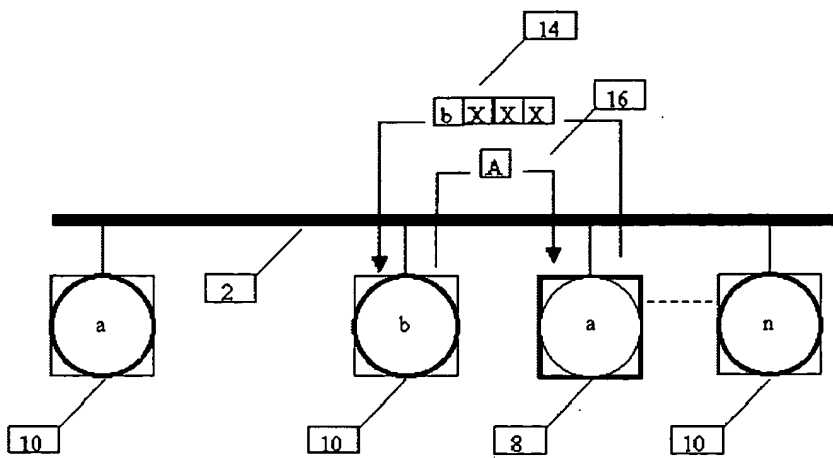
Fig. 5 – Remote unit intercommunication

Address	Command	Data	Error Check

Fig. 6 – Communication Packet
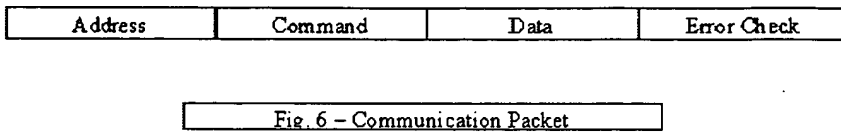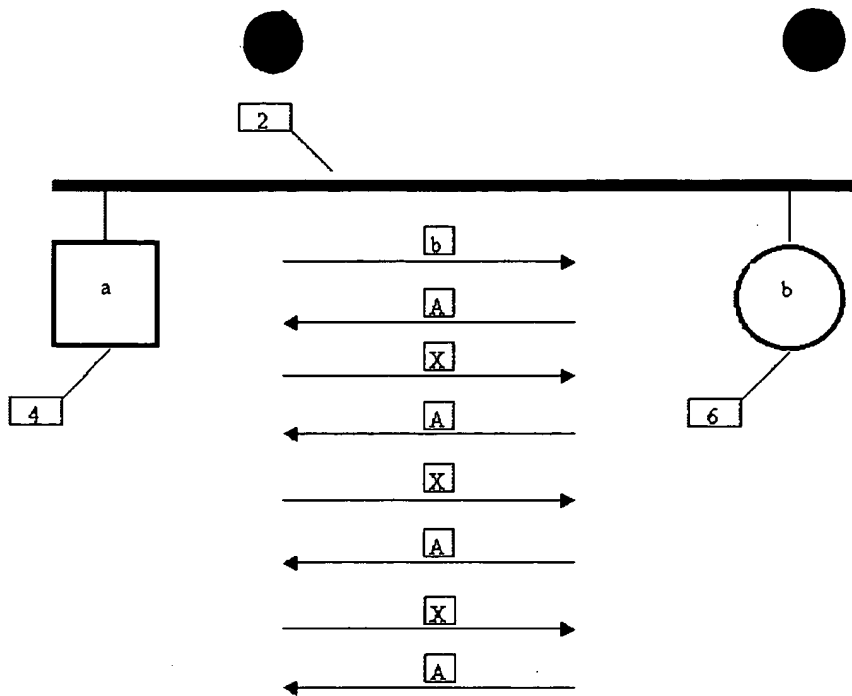
Fig. 7 – Communication flow

BEGIN

SET UNIT AS SLAVE-RECEIVER

ANY OUTGOING PACKET?

Y → SET PACKET INTO THE BUFFER

BUS FREE?

N → WAIT RANDOM TIME

ANY CALL?

N

RECEIVE PACKET

COMM. OK?

Y

SEND NO_ACK

SET UNIT AS MASTER-TRANSMITTER

TRANSMIT PACKET
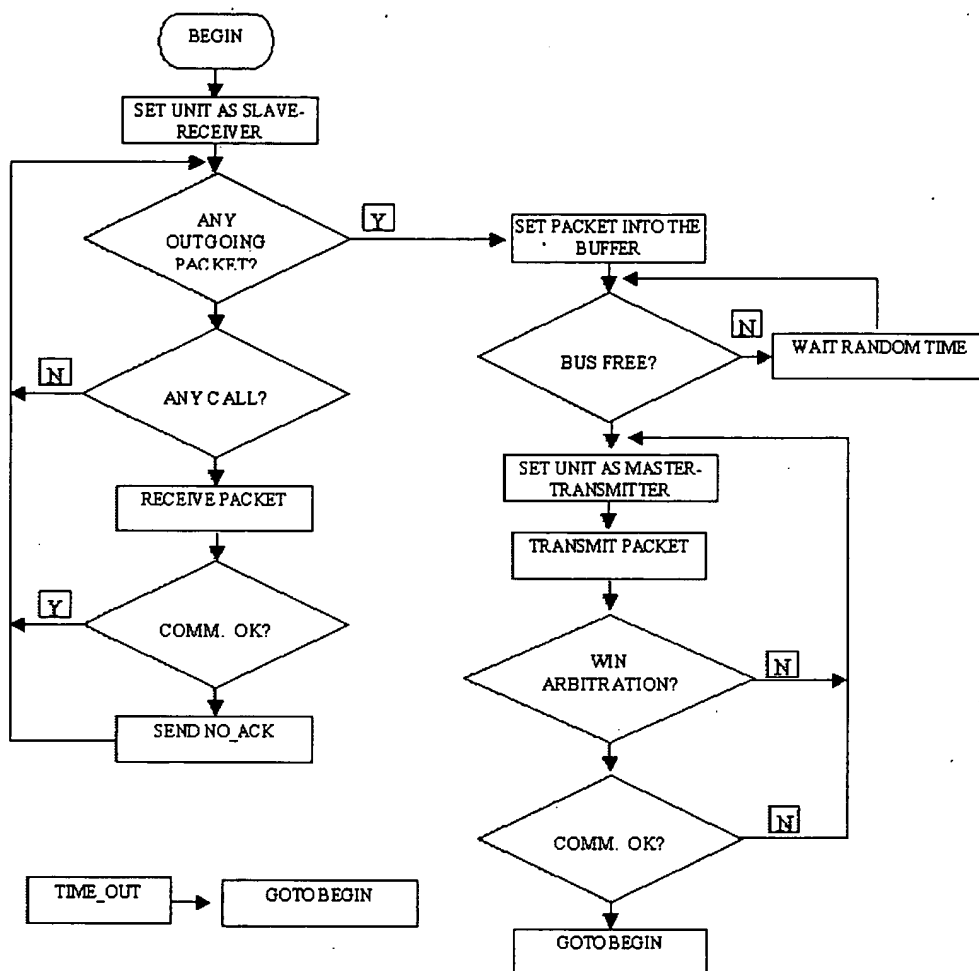
WIN ARBITRATION?

N

COMM. OK?

N

GOTO BEGIN

TIME_OUT → GOTO BEGIN

Fig. 8 – Main Communication algorithm